

Character Name

Player Name

Race

Class

Subclass

Spellcaster Level

Spell Save DC

Spell Attack Bonus

Concentrating

Turn Timer

mins

Pr = Prepared

R = Ritual

C = Concentration

Cantrips

Cast Time

Damage/Effects

C

Feature spells

Replenished on

Level 2

Slots

Used

Cast Time

Damage/Effects

Pr

RC

Level 3

Slots

Used

Cast Time

Damage/Effects

Pr

RC

Level 4

Slots

Used

Cast Time

Damage/Effects

Pr

RC

Level 5

Slots

Used

Cast Time

Damage/Effects

Pr

RC

Level 6

Slots

Used

Cast Time

Damage/Effects

Pr

RC

Level 7

Slots

Used

Cast Time

Damage/Effects

Pr

RC

Level 8

Slots

Used

Cast Time

Damage/Effects

Pr

RC

Level 1

Slots

Used

Cast Time

Damage/Effects

Pr

RC

Level 9

Slots

Used

Cast Time

Damage/Effects

Pr

RC